

# AIR

## CHARACTER CREATION

Name:

Age:

Gender:

Orientation:

### Character Stats:

Reflex -1, Heart +1, Mind +1, Bend 0

### Faction Stats:

Water +1, Fire -1, Earth 0, Air +1, Non-Benders 0

### Demeanor:

LNC: \_\_\_\_\_

GNE: \_\_\_\_\_

### Gear/Living space, 3 assets:

= \_\_\_\_\_

= \_\_\_\_\_

= \_\_\_\_\_

### Debts:

- During your training, you fell to your death but were saved. Owe them 1 Debt.

- You helped someone through a painful time in their life. They owe you 1 Debt.

- You saved an important person in Government. The State owes you 1 Debt.

## BENDING

Choose 4 (Must choose at least 1: Damage, Defend)

- Damage (allows harm using bending)
- Defend
- Air Push
- Air Pull
- Heat/Freeze
- Feather Fall
- Vertical/Movement Assist (+1 on Unleash and Attack, where appropriate.)
- Acrobatics (+1 to Escape a Situation, where appropriate)
- Discrete Use/Quickdraw

## HARM

						
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### On 3 or 4 Harm:

- Escape a Situation -1
- Use Your Skills -1
- Become bloodied

### On 5 or 6 Harm:

- You become heavily bloodied
- You cannot Escape a Situation (on your own)
- Unleash an Attack -1
- You need immediate medical attention

## CORRUPTION + FATAL ACTS

### Fatal Acts:

Stealing Someone's Breath (Roll -1)

### Corruption:

Fatal Act

Killing Someone

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## STATS

### Character Stats:

Reflex	Heart	Mind	Bend
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### Faction Stats:

Water	Fire	Earth
Air	Non-Benders	

## ADVANCES

Once marking all factions, choose 1:

- Add 1 to any stat (max +3)
- Add additional attributes to bending (max 2)
- Remove 1 Corruption
- Any other applicable element, narrative allowing.

## NOTES:

# WATER

## CHARACTER CREATION

Name:

Age:

Gender:

Orientation:

### Character Stats:

Reflex 0, Heart +1, Mind +1, Bend -1

### Faction Stats:

Water +1, Fire -1, Earth 0, Air 0, Non-Benders -1

### Demeanor:

LNC: \_\_\_\_\_

GNE: \_\_\_\_\_

### Gear/Living space, 3 assets:

= \_\_\_\_\_

= \_\_\_\_\_

= \_\_\_\_\_

### Debts:

- During your training, someone who wasn't your mentor saved you. Owe them 1 Debt.

- You put your life in danger for someone.

They owe you 1 Debt.

- You failed to keep someone safe.

You owe someone of their choosing 1 Debt.

## BENDING

Choose 4 (Must choose at least 1: Damage, Defend)

- Damage (allows harm using bending)
- Defend
  - Heat/Freeze
- Redirect Flow
  - Steal from Other Bender
- Vertical/Movement Assist (+1 on Unleash and Attack, where appropriate.)
- Vegetation Manipulation
- Discrete Use/Quickdraw
- Bind-ed Bending

## HARM

						
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On 3 or 4 Harm:

- Escape a Situation -1
- Use Your Skills -1
- Become bloodied

On 5 or 6 Harm:

- You become heavily bloodied
- You cannot Escape a Situation (on your own)
- Unleash an Attack -1
- You need immediate medical attention

## CORRUPTION + FATAL ACTS

### Fatal Acts:

Blood Bending (Roll -1)

### Corruption:

Fatal Act

Killing Someone

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## STATS

### Character Stats:

Reflex	Heart	Mind	Bend
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### Faction Stats:

Water	Fire	Earth
Air	Non-Benders	

## ADVANCES

Once marking all factions, choose 1:

- Add 1 to any stat (max +3)
- Add additional attributes to bending (max 2)
- Remove 1 Corruption
- Any other applicable element, narrative allowing.

## NOTES:

# EARTH

## CHARACTER CREATION

Name:

Age:

Gender:

Orientation:

### Character Stats:

Reflex 0, Heart 0, Mind -1, Bend +1

### Faction Stats:

Water 0, Fire -1, Earth +1, Air 0, Non-Benders -1

### Demeanor:

LNC: \_\_\_\_\_

GNE: \_\_\_\_\_

### Gear/Living space, 3 assets:

= \_\_\_\_\_

= \_\_\_\_\_

= \_\_\_\_\_

### Debts:

- Early in your training, you hurt someone and they could never recover. You owe them 1 Debt.

- A friend came to the city and you helped them somehow. They owe you 1 Debt.

- You lost control and destroyed a Government something. You owe The State 1 Debt.

## BENDING

Choose 4 (Must choose at least 1: Damage, Defend)

- Damage (allows harm using bending)
- Defend
- Ground Shape
- Ground Levitation
- Sand Proficiency
- Discrete Use/Quickdraw
- Vegetation Manipulation
- Vertical/Movement Assist (+1 on Unleash an Attack, where applicable.)
- Steal from Other Bender

## HARM

						
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### On 3 or 4 Harm:

- Escape a Situation -1
- Use Your Skills -1
- Become bloodied

### On 5 or 6 Harm:

- You become heavily bloodied
- You cannot Escape a Situation (on your own)
- Unleash an Attack -1
- You need immediate medical attention

## CORRUPTION + FATAL ACTS

### Fatal Acts:

Metal & Lava Bending (Roll -1)

### Corruption:

Fatal Act

Killing Someone

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## STATS

### Character Stats:

Reflex	Heart	Mind	Bend
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### Faction Stats:

Water	Fire	Earth
Air	Non-Benders	

## ADVANCES

### Once marking all factions, choose 1:

- Add 1 to any stat (max +3)
- Add additional attributes to bending (max 2)
- Remove 1 Corruption
- Any other applicable element, narrative allowing.

## NOTES:

# FIRE

## CHARACTER CREATION

Name:

Age:

Gender:

Orientation:

### Character Stats:

Reflex +1, Heart -1, Mind 0, Bend 0

### Faction Stats:

Water -1, Fire +1, Earth 0, Air -1, Non-Benders 0

### Demeanor:

LNC: \_\_\_\_\_

GNE: \_\_\_\_\_

### Gear/Living space, 3 assets:

= \_\_\_\_\_

= \_\_\_\_\_

= \_\_\_\_\_

### Debts:

- You were spared in an Agni Kai. You owe them 1 Debt.
- You could be ratted out, but you weren't. You owe them 1 Debt.

- You aided someone using your bending, and became close. They owe you 1 Debt, take +1 Faction when talking with them.

## BENDING

Choose 4 (Must choose at least 1: Damage, Defend)

- Damage (allows harm using bending)
- Defend
- Redirect Flow - Fire Breath
- Discrete Use/Quickdraw - Dark Flame
- Create out of Nothing
- Vertical Movement Assist (+1 on Unleash an Attack where applicable)
- Bind-ed Bending

## HARM

						
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### On 3 or 4 Harm:

- Escape a Situation -1
- Use Your Skills -1
- Become bloodied

### On 5 or 6 Harm:

- You become heavily bloodied
- You cannot Escape a Situation (on your own)
- Unleash an Attack -1
- You need immediate medical attention

## CORRUPTION + FATAL ACTS

### Fatal Acts:

Lightning Bending (Roll -1)

### Corruption:

Fatal Act

Killing Someone

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## STATS

### Character Stats:

Reflex	Heart	Mind	Bend
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### Faction Stats:

Water	Fire	Earth
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Air	Non-Benders
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## ADVANCES

### Once marking all factions, choose 1:

- Add 1 to any stat (max +3)
- Add additional attributes to bending (max 2)
- Remove 1 Corruption
- Any other applicable element, narrative allowing.

## NOTES:

# NON-BENDER

## CHARACTER CREATION

Name:

Age:

Gender:

Orientation:

### Character Stats:

Reflex -1, Heart 0, Mind +1, Bend 0

### Faction Stats:

Water 0, Fire 0, Earth 0, Air 0, Non-Benders +2

Demeanor:

LNC: \_\_\_\_\_

GNE: \_\_\_\_\_

### Gear/Living space, 3 assets:

= \_\_\_\_\_

= \_\_\_\_\_

= \_\_\_\_\_

### Debts:

- A bender damaged your leg. You have since recovered.

This person owes you 1 Debt.

- You were bailed out by a bender. You owe this person 1 Debt.

- The State looked the other way to your foul dealings.

You owe the State 1 Debt.

## SKILLS

### Add Defend, Attack, Choose 2 Utilities:

- Crossbow
- Brass Knuckles
- Grapple Hook
- Staff
- Non-Lethal Grenades of Choice x2, MC approval
- 1 Firearm of choice, MC approval

### Choose 2 Trainings:

- Stealth/Quickdraw
- Tech
- Endurance
- Strength
- Insight/Awareness (Ask MC Yes/No Question about Scene. 1 per scene, 3 per session)
- Street Smarts (Ask MC Yes/No Question about(not towards) NPC. 1 time per NPC per session, 3 per session)

## HARM

						
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### On 3 or 4 Harm:

- Escape a Situation -1
- Use Your Skills -1
- Become bloodied

### On 5 or 6 Harm:

- You become heavily bloodied
- You cannot Escape a Situation (on your own)
- Unleash an Attack -1
- You need immediate medical attention

## CORRUPTION + FATAL ACTS

### Fatal Acts:

Torture (Roll -1)

### Corruption:

Fatal Act

Killing Someone

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## STATS

### Character Stats:

Reflex	Heart	Mind	Bend
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### Faction Stats:

Water	Fire	Earth
Air	Non-Benders	

## ADVANCES

### Once marking all factions, choose 1:

- Add 1 to any stat (max +3)
- Add additional Utility or Training (max 2 each)
- Remove 1 Corruption
- Any other applicable element, narrative allowing.

## NOTES: